

Team 18: Pinball Luminary

1. To make the game more playable at the start and more difficult towards the end, we implemented a main floor consisting of 4 rooms and a basement floor of another 4 rooms. Players play through the easier main floor first before proceeding to the basement 4 floors. Below shows some of the different factors that contributes to the varying difficulty:

- Main floor
 - Full vision of the room
 - Pinball enemy has less health / player has more damage
 - pinball enemy does not attack with red ball
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- Basement floor
 - Limited vision of the room with halo on player
 - pinball enemy has more health / player does less damage
 - pinball enemy will attack with red ball that the player also needs to juggle

2. Previously, the game would instantly end when hit by spikes or bullets which was too hard so we added a health bar to the main character which would take damage instead. The game would also end when a pinball combat is lost and some players still had a hard time getting through the game.

Fix: Added health bar to player so that it takes damage instead. Losing to pinball combats are more punishing which results in more health lost. For spikes and damage from collision with enemies, we add a timer so that players don't take too much damage the instant they collide.

3. In the first pinball combat, very few dungeon enemies were killed up till that point, so not many power ups were picked up and it is sometimes too hard to pass the level. Also, since this is the first time playing the pinball combat, some players might find it too hard.

Fix: Added more drops in the starting room so that players will have more damage in the first pinball combat

4. Too many power ups were dropped by bosses of each room which made drops in the future less rewarding since there is a cap to the stats. Also with the change from 3, this becomes an even greater concern.

Fix: Boss drops less

5. Spikes were too easy

Fix: Added a slightly harder pattern.

6. With the reloading feature, players can go through the game by reloading the current level until they make it and then go on to the next one.

Fix: While we allow this for the main floor, the basement floor will not allow game reloading so players would have to play through it in one shot. To balance this slightly, upon entering the basement floor, the player's health is replenished to full.